BTEC Assignment Brief

Qualification	BTEC International Level 3 Certificate in Esports BTEC International Level 3 Subsidiary Diploma in Esports BTEC International Level 3 Foundation Diploma in Esports BTEC International Level 3 Diploma in Esports BTEC International Level 3 Extended Diploma in Esports
Unit number and title	**2**: Esports Skills
Learning aims	**A** Explore different platforms for streaming and video production **B** Prepare shoutcasting for an esports game **C** Produce live-stream/video of a game using industry
Assignment title	Stream and Shout!
Assessor	
Issue date	
Hand in deadline	

Vocational scenario or context	The college's esports department are looking for someone to plan, deliver and shoutcast their first ever live streamed broadcast. This is a big moment for the college and their esports team as they will now be potentially reaching a global audience. To help them decide who can take on this responsibility, they have asked interested parties to undertake the following tasks to assess their suitability for the role.

Task 1	There are a range of different streaming platforms and video production software on the market and the college's management team are unsure of which platform to purchase. You should therefore prepare a presentation for them that: • researches and evaluates the strengths and weaknesses of the different streaming platforms and video production software available • compares the advantages and disadvantages of the conventions and suitability of a range of platforms and software • makes a final recommendation as to the best package for your college's planned broadcast. As you will performing the role of the shoutcaster in the broadcast, you must also demonstrate your skills in this area to the college's management team. You should provide them with a video of you shoutcasting for an actual esports game. Ahead of your performance, you should explore a range of appropriate shoutcasting skills and techniques. You should then select and use a range of different techniques to fully showcase your skills in the performance. You must ensure that you: • use various methods of communication ● react to the events and pace of the game ● vary the tempo of your voice, to match what is happening in the game with relevant tone and pitch ● analyse the teams and players, their strengths and weaknesses ● work within legal and ethical constraints ● convey detailed and relevant information that engages the audience ● inform the audience of plays, tactics and skills that are being used by the teams and individuals in-game ● give details of objectives, statistics in the game and inform the audience on decision making with potential risks and rewards You must also provide an evaluation of your shoutcasting performance with a plan detailing how you will improve and develop your performance in the future. You should consider what went well, what could be improved and justify your recommendations for future improvements.
Checklist of evidence required	• Presentation covering streaming platforms and video production software in an appropriate format e.g. filmed presentation, slide deck with notes, written report • Video footage of shoutcasting performance • Evaluation of your shoutcasting performance incorporating improvement plan

Criteria covered by this task:	
Unit/criteria reference	To achieve the criteria, you must show that you are able to:
2/AB.D1	Evaluate different live-stream technologies and deliver and shoutcast for an esports game, showing different techniques used and developments for future improvements.
2/A.M1	Compare the different types of live-streaming/video production software and the opportunities they provide.
2/B.M2	Analyse the success of the shoutcast and create a plan for future improvements

2/A.P1	Explore the different streaming platforms used in esports
2/A.P2	Explore different types of video production software
2/B.P3	Use appropriate skills and explore different methods of shoutcasting
2/B.P4	Review the shoutcast of a game.

Task 2	The management team would now like you to plan and deliver a live stream/video production of your college team playing a match to demonstrate your skills. You should select an appropriate game and ensure that you select and use appropriate skills, techniques and technologies to set up and deliver the stream. The stream should create a positive impression and be a smooth as possible so that it presents you and your team in the best light. After you have completed your live stream/video production, you must prepare a report to the management team that evaluates the broadcast. You should consider the strengths and weaknesses of the live stream and evaluate: • the success of the live stream and how it complimented your chosen game • how and why you chose and used particular software and other relevant technologies • how you would improve your future live streams You must also produce a detailed plan as to how you intend to improve your live streaming/video production skills in the future
Checklist of evidence required	• Video footage of live stream • Evaluation of live stream/video production with improvement plan

Criteria covered by this task:	
Unit/criteria reference	To achieve the criteria, you must show that you are able to:
2/C.D2	Evaluate the use of the live-stream/video production and the industry-software used, recommending improvements for future success
2/C.M3	Analyse the success of the live-stream/video production and create a detailed plan for future improvements
2/C.P5	Use appropriate skills and techniques to produce a live-stream/video. production
2/C.P6	Review the live-stream/video production.
Sources of information to support you with this Assignment	**Websites** www.britishesports.org/careers-caster-host/ www.medium.com/broadcastgg/introduction-to-shoutcasting-definitions-and-goals-e0c2e571782b www.metro.co.uk/2017/10/06/how-to-become-a-professional-esports-shoutcaster-7-tips-from-the-experts-6974731/ **Streaming sites** www.groovygecko.com www.juked.gg www.twitch.tv

	www.egamersworld.com/streams www.egb.com/play/live www.esportsguide.com There are useful introductory audio-visual materials found by searching video-sharing websites.